



Handy Dandy Randy Standy Readers!

Download. Print. Play.

Step 1: Download the FREE PDFs

Step 2: Sightread with your ensemble

Step 3: Program with confidence.

At Randall Standridge Music, we're always looking for ways to improve the experience for directors and students, whether through copyable parts, digital streaming rights, Study Buddies, or our growing collection of free educational resources. That's why we're excited to introduce **Handy Dandy Randy Standy Readers**. They're perfect for concert programming, sight-reading, score study, and introducing students to exciting new music.

We don't want you to program just any music. We want to help you find the **right** music for your ensemble. These free Readers include extended excerpts that let you experience complete musical phrases and get a genuine feel for each work before making a programming decision.

Scan the QR code to browse Readers for all of our 2026 releases. Choose a piece, download the free PDFs from the **Additional Materials** section, print them, and give them a try!

Ready to explore? Scan here to browse our collection of works with available Readers!



FREE Classroom Resource

KENLEY KRISTOFFERSON
(SOCAN)

With warmth ♩ = 72

With warmth ♩ = 72

Piccolo
Count in

Flute 1/2
Count in

Oboe 1/2
Count in

Bassoon 1/2
Count in

B♭ Clarinet 1
Count in

B♭ Clarinet 2/3
Count in

B♭ Bass Clarinet
Count in

B♭ Contrabass Clarinet
Count in

E♭ Alto Saxophone 1/2
Count in

B♭ Tenor Saxophone
Count in

E♭ Baritone Saxophone
Count in

B♭ Trumpet 1
Count in

B♭ Trumpet 2/3
Count in

Horn in F 1/3
Count in

Horn in F 2/4
Count in

Trombone 1/2
Count in

Bass Trombone
Count in

Euphonium
Count in

Tuba
Count in

Double Bass
Count in

Backing Track
Count in

Glockenspiel
Count in

Vibraphone
Count in

Timpani
Count in

Percussion 1
Snare Drum / Bass Drum
Count in

Percussion 2
Suspended Cymbal / Crash Cymbals, Tam-Tam
Count in

Percussion 3
Marimba / High Hat
Count in

6 7 8 9 10 11

17

Picc. *mp*
 Fl. 1/2 *mp* *a2*
 Ob. 1/2 *mp* *a2*
 Bsn. 1/2 *f*
 B. Cl. 1 *mp*
 B. Cl. 2/3 *mp*
 B. Cl. *mp*
 Cb. Cl.
 A. Sx. 1/2 *f* *mp*
 T. Sx. *mp*
 B. Sx. *mp*
 B. Tpt. 1 *open* *mp*
 B. Tpt. 2/3
 Hn. 1/3
 Hn. 2/4
 Tbn. 1/2 *open*
 B. Tbn.
 Euph. *f*
 Tuba *mf*
 D.B.
 B. Trk. *mp*
 Glk. *f*
 Vib. *f*
 Timp. *mp*
 Perc. 1 *mf*
 Perc. 2 *mf*
 Piano *p*

Measures 18, 19, 20, 21, and 22 are shown. Measure 21 features a key signature change to B-flat major (B.D. *p*). Measure 22 includes the instruction "Cr. Cym." (Cymbal).

27

Movement II: Level 1-1 (Adventure)

♩ = 144

Picc.
 Fl. 1/2
 Ob. 1/2
 Bsn. 1/2
 B. Cl. 1
 B. Cl. 2/3
 B. Cl.
 Cb. Cl.
 A. Sx. 1/2
 T. Sx.
 B. Sx.
 B. Tpt. 1
 B. Tpt. 2/3
 Hn. 1/3
 Hn. 2/4
 Tbn. 1/2
 B. Tbn.
 Euph.
 Tuba
 D.B.
 B. Trk.
 Glk.
 Vib.
 Timp.
 Perc. 1
 Perc. 2
 Mrb.

Arcadia - Preview

Piccolo

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

Musical score for Movement I: Title Screen / Attract Mode (Nostalgia). The score is written for a single staff in 4/4 time. It begins with a count-in of two measures. The tempo is marked as ♩ = 72. The key signature has one flat (Bb). The score includes various dynamics: *mp*, *p*, *mp*, *fp*, *fp*, *mf*, *mf*, *p*, *mp*, *f*, *mp*, and *mf*. There are also markings for *accel.* and *f*. The score is divided into measures 1 through 28, with a box around measure 14. The score ends with a double bar line.

Movement II: Level 1-1 (Adventure)

♩ = 144

Musical score for Movement II: Level 1-1 (Adventure). The score is written for a single staff in 4/4 time. It begins with a tempo marking of ♩ = 144. The key signature has one flat (Bb). The score includes a dynamic marking of *f*. The score is divided into measures 29 through 35, with a box around measure 31. The score ends with a double bar line.

Arcadia - Preview

Flute 1

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

14

mp

mf

mf

p

mp

f

accel.

mp

mf

Movement II: Level 1-1 (Adventure)

♩ = 144

7

f

Arcadia - Preview

Flute 2

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

2

mp

mp

2

fp

mf

14

mf *p*

mp

19

20

21

22

f

23

24

25

26

mp

27

mf

accel.

Movement II: Level 1-1 (Adventure)

♩ = 144

f

29

7

Arcadia - Preview

Oboe 1

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

7 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27

mp *p* *mf* *p* *f* *mp*

accel.

Movement II: Level 1-1 (Adventure)

♩ = 144

8

Arcadia - Preview

Oboe 2

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

8

mf

14

mf

p

mp

accel.

f

mp

Movement II: Level 1-1 (Adventure)

♩ = 144

8

Arcadia - Preview

Bassoon 1

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

Musical score for Movement I: Title Screen / Attract Mode (Nostalgia). The score is written for Bassoon 1 in 4/4 time, with a tempo of ♩ = 72. The key signature has two flats (B-flat and E-flat). The score consists of 26 measures. Dynamics include *mp*, *p*, *mf*, and *f*. The score includes a count-in at the beginning and a section marked '14' at measure 14. The score ends with a double bar line at measure 26.

Movement II: Level 1-1 (Adventure)

♩ = 144

Musical score for Movement II: Level 1-1 (Adventure). The score is written for Bassoon 1 in 4/4 time, with a tempo of ♩ = 144. The key signature has two flats (B-flat and E-flat). The score consists of 10 measures. Dynamics include *f*. The score includes a double bar line at the end of measure 10.

Arcadia - Preview

Bassoon 2

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

10

14

12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

mp *mf* *mf* *f* *accel.*

3 2

f

Movement II: Level 1-1 (Adventure)

♩ = 144

28 29 30 31 32 33 34 35

f

Arcadia - Preview

B $\flat$ Clarinet 1

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth $\text{♩} = 72$

Count in

mp p mp p mf p mp f accel. mp cresc.

Movement II: Level 1-1 (Adventure)

$\text{♩} = 144$

f

Arcadia - Preview

B $\flat$ Clarinet 2

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth $\text{♩} = 72$

Count in

2

p *mp* *p*

fp *fp* *mf*

14

mf *p*

mp

f

mp *cresc.*

Movement II: Level 1-1 (Adventure)

$\text{♩} = 144$

f

f

Arcadia - Preview

B $\flat$ Clarinet 3

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth $\text{♩} = 72$

Count in

2

4

5

p *mp* *p*

6

7

8

9

10

fp *fp* *mf*

11

12

13

14

15

mf *p*

16

17

18

19

20

mp

21

22

23

24

f

25

26

27

mp *cresc.*

Movement II: Level 1-1 (Adventure)

$\text{♩} = 144$

28

29

30

31

f

32

33

34

35

Arcadia - Preview

B $\flat$ Bass Clarinet

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth $\text{♩} = 72$

Count in

Musical score for Movement I: Title Screen / Attract Mode (Nostalgia) for B $\flat$ Bass Clarinet. The score is in 4/4 time with a tempo of $\text{♩} = 72$. It begins with a count-in. The first staff contains measures 1 through 10, featuring a melodic line with dynamics *mp*, *p*, *mp*, and *p*. The second staff contains measures 11 through 14, with dynamics *mf*, *mp*, *mf*, and *mp*. The third staff contains measures 15 through 20, with dynamics *mf*, *p*, and *mp*. The fourth staff contains measures 21 through 26, with dynamics *f* and *mp*, and includes a triplet of eighth notes in measure 24. The fifth staff contains measures 27 through 30, with a triplet of eighth notes in measure 28 and a triplet of eighth notes in measure 30. The sixth staff contains measures 31 through 35, with a triplet of eighth notes in measure 31 and a triplet of eighth notes in measure 35. The score concludes with a double bar line.

Movement II: Level 1-1 (Adventure)

Musical score for Movement II: Level 1-1 (Adventure) for B $\flat$ Bass Clarinet. The score is in 4/4 time with a tempo of $\text{♩} = 144$. It begins with a count-in. The first staff contains measures 1 through 10, featuring a melodic line with dynamics *f*, *mp*, *p*, and *mp*. The second staff contains measures 11 through 14, with dynamics *mf*, *mp*, *mf*, and *mp*. The third staff contains measures 15 through 20, with dynamics *mf*, *p*, and *mp*. The fourth staff contains measures 21 through 26, with dynamics *f* and *mp*, and includes a triplet of eighth notes in measure 24. The fifth staff contains measures 27 through 30, with a triplet of eighth notes in measure 28 and a triplet of eighth notes in measure 30. The sixth staff contains measures 31 through 35, with a triplet of eighth notes in measure 31 and a triplet of eighth notes in measure 35. The score concludes with a double bar line.

This preview may be copied for classroom use, and includes m.1-35 of the full work

Arcadia - Preview

B $\flat$ Contrabass Clarinet

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth $\text{♩} = 72$

Count in

21 22 23 24 25 26 27

f *mp* *cresc.* *accel.*

Movement II: Level 1-1 (Adventure)

28 $\text{♩} = 144$ 29 30 31

f

32 33 34 35

Arcadia - Preview

E♭ Alto Saxophone 1

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

2

14

27

accel.

p < *mp* *p* *mp* < *mf*

mp < *mf* *mp* *mf* > *mp* *mf* > *p*

mp < *f*

f *fp* *f* *fp* *f*

Movement II: Level 1-1 (Adventure)

♩ = 144

28

29

30

31

32

33

34

35

f *fp* *f* *fp* *f*

Arcadia - Preview

E♭ Alto Saxophone 2

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

2

Count in

2

4

5

6

7

p < *mp* < *p* < *mp* < *mf*

8

mp < *mf*

9

mp < *mf* > *mp*

10

mf > *mp*

11

mp

12

mp

13

mf > *p*

14

3

15

18

mp

19

20

21

22

f

23

24

25

26

mp

27

accel.

Movement II: Level 1-1 (Adventure)

♩ = 144

28

f

29

30

fp

31

f

32

33

34

fp

35

f

Arcadia - Preview

B $\flat$ Tenor Saxophone

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

mp < mf

mp < mf

mf

mp accel. 3 2

Movement II: Level 1-1 (Adventure)

♩ = 144

f

fp

f

fp

f

This preview may be copied for classroom use, and includes m.1-35 of the full work

Arcadia - Preview

E♭ Baritone Saxophone

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

18 *mp* 19 20 21 22 *f* 23 24 25 26 *3 accel. 2*

Movement II: Level 1-1 (Adventure)

♩ = 144

28 *f* 29 30 31 32 33 34 35

Arcadia - Preview

B♭ Trumpet 1

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

harmon mute

6 8 14 4 open mp 18 19 20 21 22 f 23 24 25 26 accel. 2

Movement II: Level 1-1 (Adventure)

♩ = 144

28 f 29 30 fp 31 f 32 33 34 fp 35 f

Arcadia - Preview

B $\flat$ Trumpet 2

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth $\text{♩} = 72$

Count in

harmon mute

6 8 14 7 21

Movement II: Level 1-1 (Adventure)

$\text{♩} = 144$

28 29 30 31 32 33 34 35

Arcadia - Preview

B $\flat$ Trumpet 3

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth $\text{♩} = 72$

Count in

harmon mute

Musical notation for Movement I, measures 1-14. The score is in 4/4 time. Measures 1-2 are a count-in. Measure 3 starts with a *fp* (fortissimo piano) dynamic. Measures 3-4 are marked with a 'harmon mute' instruction. Measure 14 is boxed. Measures 15-21 are indicated by a long line with a '14' in a box above it, and a '7' above the line, indicating a 7-measure rest. Measure 21 ends with a 2/4 time signature change.

Musical notation for Movement I, measures 22-26. Measure 22 starts with an 'open' instruction and a *f* (forte) dynamic. Measures 23-25 are marked with a '2' above the line, indicating a 2-measure rest. Measure 26 is marked with an 'accel.' (accelerando) instruction and a '2' above the line, indicating a 2-measure rest.

Movement II: Level 1-1 (Adventure)

$\text{♩} = 144$

Musical notation for Movement II, measures 28-35. The score is in 4/4 time. Measure 28 starts with a *f* (forte) dynamic. Measures 29-31 are marked with a '3' above the line, indicating a 3-measure rest. Measure 32 starts with a *fp* (fortissimo piano) dynamic. Measures 33-35 are marked with a '3' above the line, indicating a 3-measure rest. Measure 35 ends with a *f* (forte) dynamic.

Arcadia - Preview

Horn in F 1

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in mute

7 8 10 11 12 13 14 15 21 22 23 24 25 26

mf *mp* *mf* *mp* *f*

acc. 2

Movement II: Level 1-1 (Adventure)

♩ = 144

28 29 30 31 32 33 34 35

f *fp* *f* *fp* *f*

Arcadia - Preview

Horn in F 2

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

mute

p *mp* *p* *mp* *p*

open

mp *mf* *mp* *mf*

14

6

mp *mf* *p*

accel. 2

f

Movement II: Level 1-1 (Adventure)

♩ = 144

f *fp* *f*

3

fp *f*

Arcadia - Preview

Horn in F 3

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

5

7

mf

8

10

11

12

mp *mf* *mp*

14

15

21

22

mf *p* *f*

23

24

25

26

accel. 2

Movement II: Level 1-1 (Adventure)

♩ = 144

28

29

30

31

f *fp* *f*

32

33

34

fp *f*

Arcadia - Preview

Horn in F 4

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

Musical score for Movement I: Title Screen / Attract Mode (Nostalgia). The score is in 4/4 time and consists of three staves. The first staff starts with a count-in of 2 measures, followed by a 7-measure rest, and then a melodic phrase starting at measure 9. The second staff continues the melody with a 6-measure rest at measure 15. The third staff begins with a forte (f) dynamic and a 2-measure acceleration (accel. 2) at measure 26. Dynamics include mp, mf, and p.

Movement II: Level 1-1 (Adventure)

♩ = 144

Musical score for Movement II: Level 1-1 (Adventure). The score is in 4/4 time and consists of two staves. The first staff starts at measure 28 with a forte (f) dynamic and continues with a melodic line. The second staff continues the melody with a fortissimo (fp) dynamic at measure 30 and a forte (f) dynamic at measure 31. Dynamics include f, fp, and f.

Arcadia - Preview

Trombone 1

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72
Count in

straight mute

Musical score for Movement I: Title Screen / Attract Mode (Nostalgia). The score is written for Trombone 1 in 4/4 time, with a tempo of 72 beats per minute. It begins with a count-in. The first staff shows measures 1-6, featuring a melody with dynamics *p*, *mp*, and *p*. The second staff shows measures 7-11, with dynamics *mf*, *mp*, *mf*, *mp*, *mf*, and *mp*. The third staff shows measures 12-22, with dynamics *mf*, *p*, and *f*. The fourth staff shows measures 23-27, with dynamics *mp* and *cresc.*. The score includes various musical notations such as slurs, ties, and articulation marks.

Movement II: Level 1-1 (Adventure)

♩ = 144

Musical score for Movement II: Level 1-1 (Adventure). The score is written for Trombone 1 in 4/4 time, with a tempo of 144 beats per minute. It begins with a count-in. The first staff shows measures 28-31, with dynamics *f*. The second staff shows measures 32-35, with dynamics *f*. The score includes various musical notations such as slurs, ties, and articulation marks.

Arcadia - Preview

Trombone 2

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

straight mute

1 2 3 4 5

p < *mp* *p* < *mp* *p*

6 7 8 9 10

mp < *mf* *mp* < *mf* *mp* < *mf*

11 12 13 14 15 21

mp < *mf* > *p*

22 24 25 26 27

open *f* *mp* *cresc.* *accel.*

Movement II: Level 1-1 (Adventure)

♩ = 144

28 29 30 31

f

32 33 34 35

Arcadia - Preview

Bass Trombone

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

Musical score for Movement I: Title Screen / Attract Mode (Nostalgia) for Bass Trombone. The score is in 4/4 time and begins with a count-in. The tempo is marked as ♩ = 72. The score includes measures 1 through 27. Dynamics include *mp*, *p*, *mf*, and *f*. The score features a box containing the number 14 above measure 14. The score ends with a double bar line in measure 27.

Movement II: Level 1-1 (Adventure)

♩ = 144

Musical score for Movement II: Level 1-1 (Adventure) for Bass Trombone. The score is in 4/4 time and begins with a double bar line. The tempo is marked as ♩ = 144. The score includes measures 28 through 35. Dynamics include *f*. The score ends with a double bar line in measure 35.

Arcadia - Preview

Euphonium

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

Musical score for Movement I: Title Screen / Attract Mode (Nostalgia) for Euphonium. The score is in 4/4 time and consists of 27 measures. It begins with a count-in of two measures. The tempo is marked as ♩ = 72. The score includes various dynamics: *p* (piano), *mp* (mezzo-piano), *mf* (mezzo-forte), and *f* (forte). There are also crescendos and decrescendos indicated by hairpins. A box containing the number 14 is placed above measure 14. The score ends with an acceleration marking (*accel.*) and a crescendo (*cresc.*) leading into the final measure.

Movement II: Level 1-1 (Adventure)

♩ = 144

Musical score for Movement II: Level 1-1 (Adventure) for Euphonium. The score is in 4/4 time and consists of 8 measures. It begins with a tempo marking of ♩ = 144. The score includes a forte (*f*) dynamic. The score ends with a double bar line.

Arcadia - Preview

KENLEY KRISTOFFERSON
(SOCAN)

With warmth ♩ = 72

Count in

1 2 3 4 5

p *mp* *p* *mp* *p*

6 7 8 9 10 11

mp *mf* *mf* *mp* *mf* *mp*

12 13 14 15 16

mf *mf*

17 18 19 20

f

21 22 23 24 25 26 27

f *mp* *cresc.* *accel.*

28 $\text{♩} = 144$

29

30

31

32

33

34

35

Arcadia - Preview

Tuba

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

Musical score for Movement I: Title Screen / Attract Mode (Nostalgia) for Tuba. The score is in 4/4 time and begins with a count-in. The tempo is marked as ♩ = 72. The key signature has one flat (Bb). The score consists of three staves. The first staff contains measures 1 through 13, with dynamics ranging from *p* to *mp*. The second staff contains measures 14 through 21, with dynamics including *mp*, *mf*, and *p*. The third staff contains measures 22 through 27, with dynamics including *f* and *mp*, and an *accel.* marking. The score ends with a double bar line.

Movement II: Level 1-1 (Adventure)

♩ = 144

Musical score for Movement II: Level 1-1 (Adventure) for Tuba. The score is in 4/4 time and begins with a tempo marking of ♩ = 144. The key signature has one flat (Bb). The score consists of two staves. The first staff contains measures 28 through 31, with a dynamic of *f*. The second staff contains measures 32 through 35, with a dynamic of *f*. The score ends with a double bar line.

Arcadia - Preview

Double Bass

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

Musical score for Movement I: Title Screen / Attract Mode (Nostalgia). The score is written for Double Bass in 4/4 time. It begins with a count-in of two measures. The tempo is marked as ♩ = 72. The score includes various dynamics: *mp*, *p*, *mf*, and *f*. There are also markings for *acc.* (accelerando) and *cresc.* (crescendo). The score is divided into measures, with measure numbers 2, 3, 4, 5, 6, 7, 8, 9, 10, 13, 14, 15, 21, 22, 23, 24, 25, 26, and 27. Measure 14 is boxed. The score ends with a double bar line.

Movement II: Level 1-1 (Adventure)

♩ = 144

Musical score for Movement II: Level 1-1 (Adventure). The score is written for Double Bass in 4/4 time. It begins with a tempo marking of ♩ = 144. The score includes various dynamics: *f*, *mp*, and *cresc.*. The score is divided into measures, with measure numbers 28, 29, 30, 31, 32, 33, 34, and 35. The score ends with a double bar line.

Arcadia - Preview

Backing Track

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

The musical score is written for piano in 4/4 time, featuring a nostalgic and warm atmosphere. It begins with a count-in of two measures. The melody is primarily in the right hand, with a steady bass line in the left hand. The score includes various dynamic markings: *mp* (mezzo-piano) at measures 2, 9, and 18; *mf* (mezzo-forte) at measures 5, 10, 11, and 13; *p* (piano) at measure 14; and *f* (forte) at measure 22. The piece concludes with a final chord in measure 25. The score is divided into six systems, each with a measure number in the top left corner of the first staff.

RSMPCB125PR

accel.

mp *cresc.*

Movement II: Level 1-1 (Adventure)

$\text{♩} = 144$

f

33 34 35

Arcadia - Preview

Glockenspiel

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

Movement II: Level 1-1 (Adventure)

♩ = 144

Arcadia - Preview

Vibraphone

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

mp

mf

p

f

3

accel.

2

Movement II: Level 1-1 (Adventure)

♩ = 144

f

Arcadia - Preview

Timpani

KENLEY KRISTOFFERSON
(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

(G $\flat$, C, E $\flat$, F)

mp

6 7 13 14 16 17 18

(G $\flat$ to B $\flat$)

mp *p* *mp*

19 21 22 23 26 *accel.* 27

p *f* (B $\flat$ to G $\flat$, C to B $\flat$) *f*

Movement II: Level 1-1 (Adventure)

♩ = 144

28 29 30 31 32

33 34 35

(G $\flat$ to A $\flat$)

Arcadia - Preview

Percussion 1

Snare Drum/
Bass Drum

KENLEY KRISTOFFERSON

(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

8

Bass Drum

mp

14

2

13

mp

16

p

17

mf

18

19

3

accel.

21

p

f

23

26

27

f

Movement II: Level 1-1 (Adventure)

♩ = 144

28

29

30

31

32

33

34

35

p

Arcadia - Preview

Percussion 2

Suspended Cymbal/
Crash Cymbals, Tam-Tam

KENLEY KRISTOFFERSON

(SOCAN)

Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in

Suspended Cymbal
scrape with coin

Musical notation for Movement I, measures 1-21. The score is in 4/4 time. Measures 1-5 show a count-in with a 'Count in' label. Measures 6-10 show a 'Suspended Cymbal scrape with coin' with a 'mf' dynamic. Measures 11-14 show a 'with mallets' section with a 'p' to 'mf' dynamic. Measures 15-18 show a triplet of eighth notes. Measures 19-21 show a '2' measure rest.

Musical notation for Movement I, measures 22-26. The score is in 4/4 time. Measures 22-23 show a 'Cr. Cym.' section with a 'f' dynamic. Measures 24-26 show a triplet of eighth notes with an 'accel.' marking and a '2' measure rest.

Movement II: Level 1-1 (Adventure)

♩ = 144

Musical notation for Movement II, measures 28-35. The score is in 4/4 time. Measures 28-35 show a 'f' dynamic with a half note and a '2' measure rest.

Arcadia - Preview

Percussion 3

Marimba/
High Hat

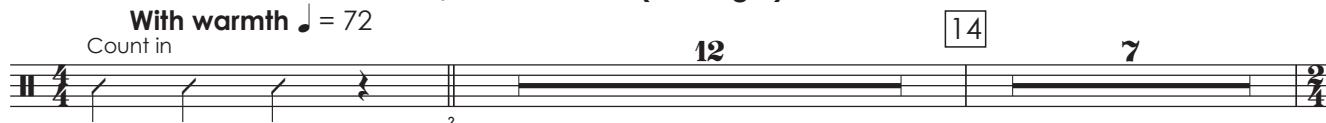
KENLEY KRISTOFFERSON

(SOCAN)

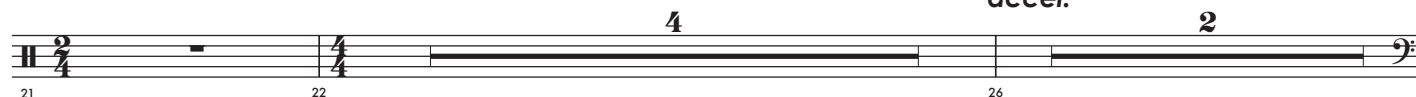
Movement I: Title Screen / Attract Mode (Nostalgia)

With warmth ♩ = 72

Count in



accel.



Movement II: Level 1-1 (Adventure)

♩ = 144

